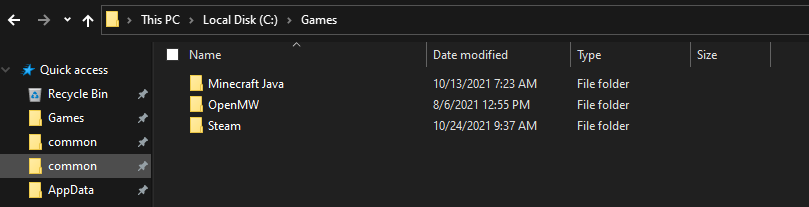
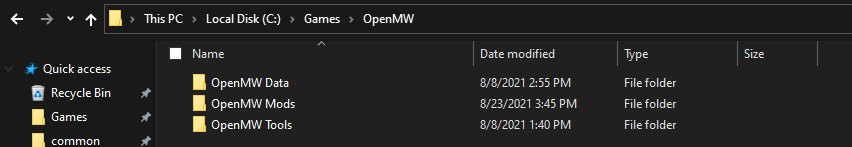
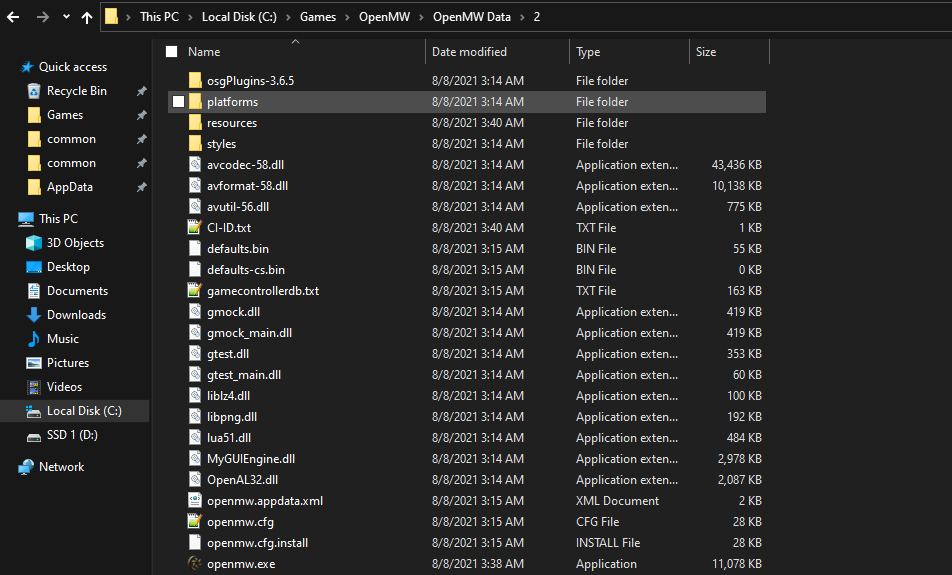
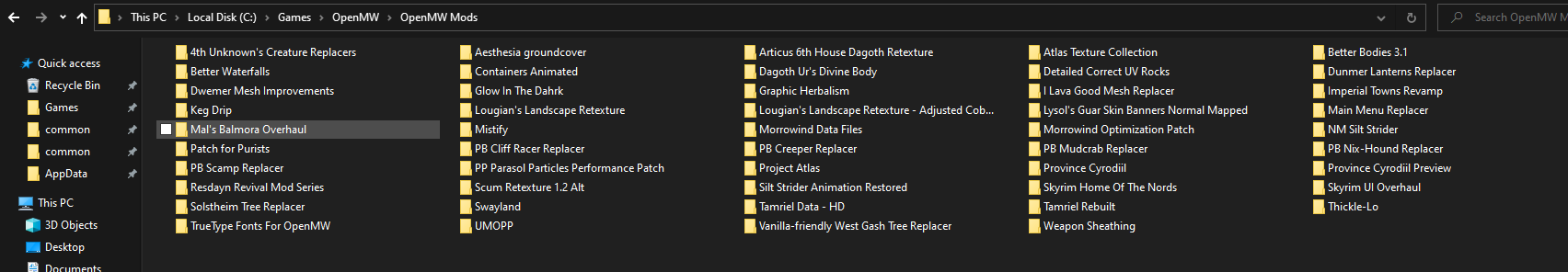
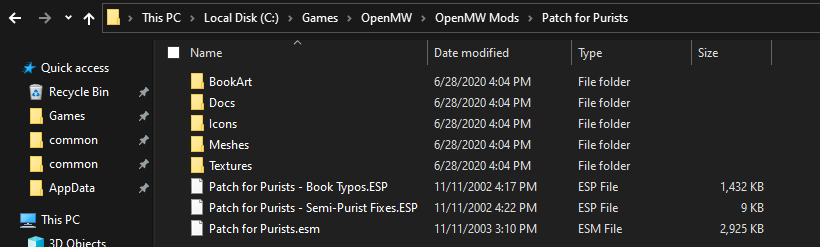
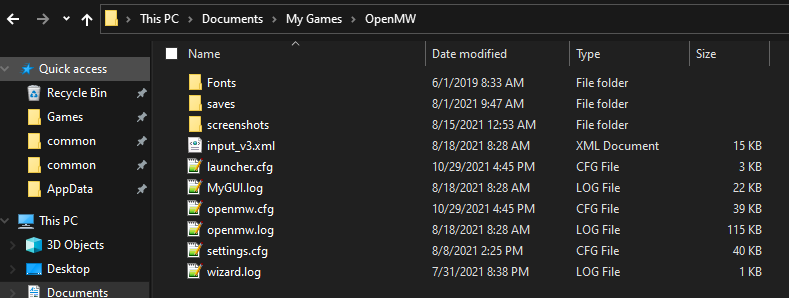
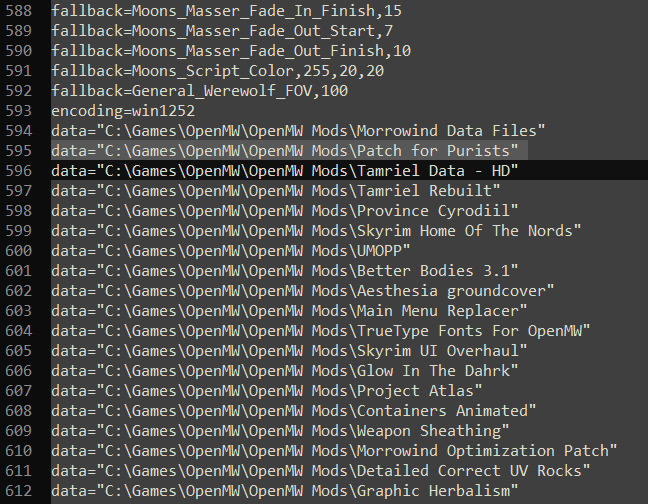
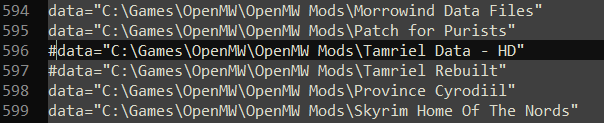
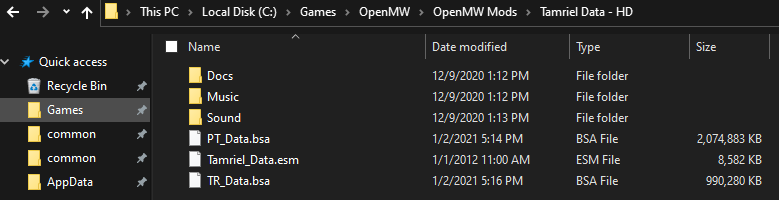
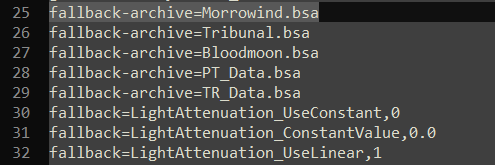
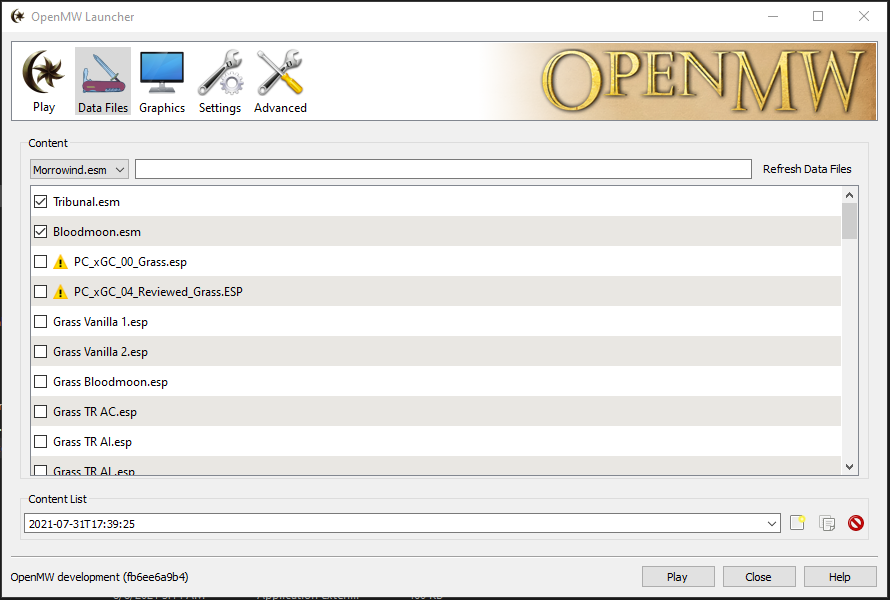
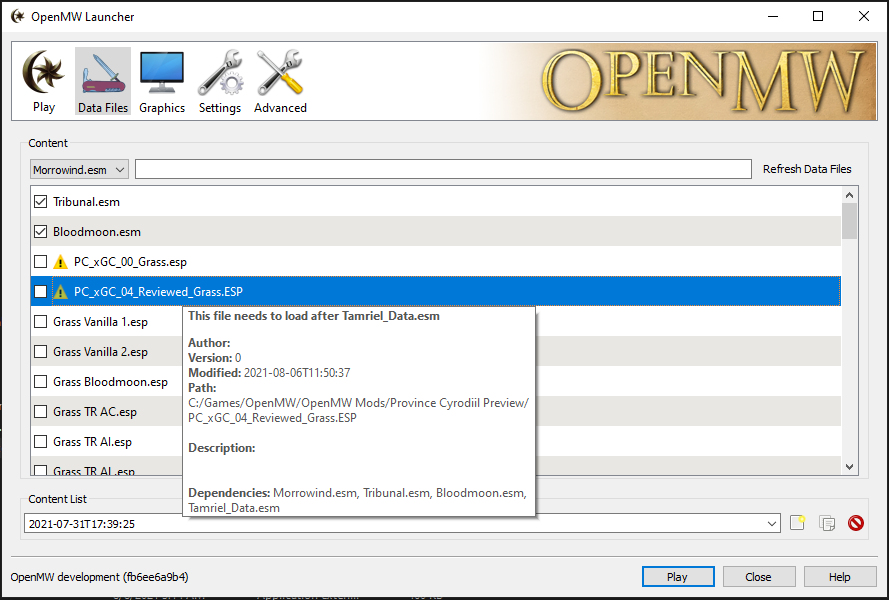
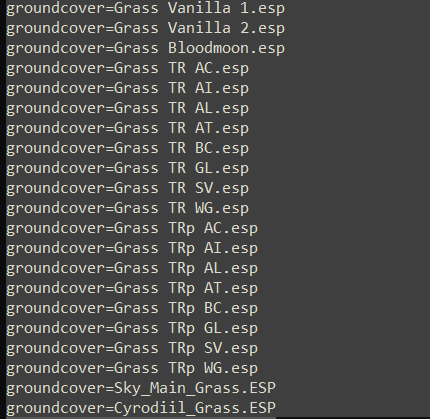
OpenMW Manual Mod Installation Tutorial for Windows Users

1. Before you start installing mods it is a good idea to set up some folders to keep your mods and your installation organized. This will prevent headaches down the road and you will always know where things are. To start, create a “Games” folder inside your C: drive(or whichever drive you want to install to). Now create an “OpenMW” folder inside the “Games” directory (C:\Games\OpenMW for example).  
   
2. Inside your “OpenMW” folder, create the “OpenMW Data”, “OpenMW Mods”, and “OpenMW Tools” folders. “OpenMW Data” will be where you place your actual OpenMW files (the OpenMW.exe and such files). “OpenMW Mods” is where your mod folders will go. “OpenMW Utilities” will be reserved for any future Morrowind/OpenMW utilities/tools that you might want to install later.
3. Now you can take your OpenMW installation and place it inside the “OpenMW Data” folder. If you want to have multiple versions of OpenMW installed, you can optionally make folders inside “OpenMW Data” like “1” and “2” etc, then put the files inside that.  
     
     
     
     
     
     
     
     
     
     
     
     
     
     
   
4. If you haven’t done so already, make sure to run the “openmw-wizard.exe” before continuing further. It is located next the the other OpenMW files like “openmw.exe” and “openmw-launcher.exe”.
5. Now inside the ”OpenMW Mods” folder is where you will install all of your mods. Each mod goes inside its own folder and all of those folders go in “OpenMW Mods”.
6. Inside each mod’s folder go the files for those mods. Let’s take a look at “Patch for Purists” as an example. After downloading Patch for Purists, you extract the files (using 7-ZIP, Winrar, etc.) into a folder. You then name the name the folder so that you’ll recognize the mod (in this case we name it “Patch for Purists”), then move the folder from the download location to the “OpenMW Mods” folder. A mod’s files and sub-folders should be directly inside their main folder. Avoid accidentally putting folders inside folders. The mod files should look like this:
7. Now to load the mod files, you need to add the mod’s folder to your “openmw.cfg” file. The file is located in “C:\Users\Username\Documents\My Games\OpenMW”.



1. Open the “openmw.cfg” file and scroll down until you find a data=”your/morrowind/install/location” line. It should point to your existing Morrowind installation. If not, you can re-run the OpenMW installation Wizard or manually add the location. If you ever move your vanilla Morrowind installation, you can point to the new location by changing that line.  
     
   For each mod folder you want to load, create a new line with data=”locationofthemodhere”. For example, to add the newly created “Patch for Purists” folder, you would create a new line under the Morrowind installation’s data= line and type  
   data="C:\Games\OpenMW\OpenMW Mods\Patch for Purists"
2. Now, the way that data= lines work is that the lines on top get overwritten by the lines beneath them. So, for example, if you have two mods that replace a leaf texture, the mod with the lowest line will win and it will get loaded. The benefit of this system is that you can move lines up and down to control the order that your mods files (the files, not the .esps. More on that later). The actual mod’s files, however, are safe inside their own folders and you don’t need to worry about accidentally overwriting a mod’s files.  
   If you want to disable a mod entirely without actually deleting it, you can either delete the mod’s line in “openmw.cfg” or type a # symbol before the start of the mod’s data= line
3. Note that some mods, like Tamriel Rebuilt, have BSA files inside them. When you extract a mod, make sure to check if it has one. They’ll always be in the mod folder’s topmost level next to an .esp or .esm file.
4. If a mod has one or more of these, you need to add them to your “openmw.cfg” file. Scroll all the way near the top and you should find a “fallback-archive=Morrowind.bsa” line (you will also see lines for Tribunal and Bloodmoon if you have those DLCs installed). Underneath those existing lines, create a new “fallback-archive=filename.bsa” line and type in the name of the mod’s BSA file. You don’t need the full directory, just the BSA file name. Just like with the data= lines, the lower lines will always overwrite the lines above them if there’s a conflict.
5. Once you have your mod folders written in “openmw.cfg” you will want to enable their .esp files if they have any. The are some exceptions to this, like grass/groundcover mods (do not enable their .esp files, more on that later). The simplest way to enable .esp files is to open your “openmw-launcher.exe” file, located in your “C:\Games\OpenMW\OpenMW Data” folder. From there, go to the “Data Files” tab. If you installed your mods properly their .esp files should be visible in the list. Note that not all mods, like texture replacers, have an .esp file.
6. To load an .esp file you simply click on the square next to the .esp file name. Like with the data= lines, .esp files below will overwrite any files above them if there’s a conflict. You can click and drag the .esp file names up and down to change their load order. Some mods require their .esp files to be installed before or after other mods, so make sure to read a mod’s readme file whenever you install a new mod. If an .esp file has an exclamation mark next to its name, you can click and hover over it to see what the problem is (usually happens when you load an .esp in the wrong order).
7. For grass/groundcover mods, you install the mod files the normal way (data= line in the “openmw.cfg” folder), but you do not activate the grass/groundcover mod’s .esp file in the launcher. Instead, go to your “openmw.cfg” file. Scroll all the way to the very bottom and add a new line called “groundcover=modname.esp” where modname is the name of your grass mod’s .esp file. For each grass .esp file you will then add another groundcover= line, like so:  
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
     
   Addendum

This was the rough guide to manually installing mods for OpenMW windows users. There are some things like profiles and general config settings that are not included. If you wish to know more, feel free to ask in the OpenMW discord server.